

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	20015705	@ad<"20001201"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/07 21:56
L2	0	(bucket42 and contiguous)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/07 21:56
L3	1723	memory adj (chunk\$2 or pool\$2)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/07 21:56
L4	799	((buckets and contiguous) not (heaps and contiguous))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/07 21:57
L5	810	((pool and contiguous) and (memory adj manag\$6))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/07 21:58
L6	409	((cluster and contiguous) and (memory adj manag\$6))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/07 21:58
L7	362	(((cluster and contiguous) and (memory adj manag\$6)) not (heaps and contiguous)) not (((pools and contiguous) and (memory adj manag\$6)) not (((buckets and contiguous) not (heaps and contiguous)) and (memory adj manag\$6))) not (heaps and contiguous))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/07 22:02
L8	255	memory adj chunk\$2	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/07 22:02

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L9	2	7 and 8	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/07 22:02
L10	1	1 and 9	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/01/07 22:02

EAST - [Untitled1:1] [] [] []

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BRS: ((cluster\ and contiguous) and (memory adj))
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L3: (1723) memory adj (chunk\$2 or pool\$2)
L4: (799) ((buckets and contiguous) not (heaps))
L5: (810) ((pool and contiguous) and (memory adj))
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((buckets and contiguous) not (heaps and contiguous))
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((cluster\ and contiguous) and (memory adj manag\$6))

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Relevance scale

1 [Translation spotting for translation memories](#)

Michel Simard

May 2003 **Proceedings of the HLT-NAACL 2003 Workshop on Building and using parallel texts: data driven machine translation and beyond - Volume 3**

Publisher: Association for Computational Linguistics

Full text available: [pdf\(150.25 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

The term *translation spotting* (TS) refers to the task of identifying the target-language (TL) words that correspond to a given set of source-language (SL) words in a pair of text segments known to be mutual translations. This article examines this task within the context of a sub-sentential translation-memory system, i.e. a translation support tool capable of proposing translations for portions of a SL sentence, extracted from an archive of existing translations. Different methods are pro ...

2 [Towards a unified approach to memory- and statistical-based machine translation](#)

Daniel Marcu

July 2001 **Proceedings of the 39th Annual Meeting on Association for Computational Linguistics ACL '01**

Publisher: Association for Computational Linguistics

Full text available: [pdf\(101.49 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

We present a set of algorithms that enable us to translate natural language sentences by exploiting both a translation memory and a statistical-based translation model. Our results show that an automatically derived translation memory can be used within a statistical framework to often find translations of higher probability than those found using solely a statistical model. The translations produced using both the translation memory and the statistical model are significantly better than transl ...

3 [Technique for automatically correcting words in text](#)

Karen Kukich

December 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 4

Publisher: ACM Press

Full text available: [pdf\(6.23 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Research aimed at correcting words in text has focused on three progressively more difficult problems:(1) nonword error detection; (2) isolated-word error correction; and (3) context-dependent word correction. In response to the first problem, efficient pattern-

matching and n-gram analysis techniques have been developed for detecting strings that do not appear in a given word list. In response to the second problem, a variety of general and application-specific spelling cor ...

Keywords: n-gram analysis, Optical Character Recognition (OCR), context-dependent spelling correction, grammar checking, natural-language-processing models, neural net classifiers, spell checking, spelling error detection, spelling error patterns, statistical-language models, word recognition and correction

4 Natural language processing and query systems: The function of semantics in automated language processing



Milos Pacak, Arnold W. Pratt

April 1971 **Proceedings of the 1971 international ACM SIGIR conference on Information storage and retrieval**

Publisher: ACM Press

Full text available: [pdf\(1.30 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

This paper is a survey of some of the major semantic models that have been developed for automated semantic analysis of natural language. Current approaches to semantic analysis and logical inference are based mainly on models of human cognitive processes such as Quillian's semantic memory, Simmon's Protosynthex III and others. All existing systems and/or models, more or less experimental, were applied to a small subset of English. They are highly tentative because the definitions of semantic pr ...

Keywords: computational linguistics, grammars, natural language processing, semantics

5 Machine learning comprehension grammars for ten languages

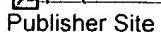
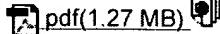


Patrick Suppes, Lin Liang, Michael Böttner

September 1996 **Computational Linguistics**, Volume 22 Issue 3

Publisher: MIT Press

Full text available:



Additional Information: [full citation](#), [abstract](#), [references](#)

[Publisher Site](#)

Comprehension grammars for a sample of ten languages (English, Dutch, German, French, Spanish, Catalan, Russian, Chinese, Korean, and Japanese) were derived by machine learning from corpora of about 400 sentences. Key concepts in our learning theory are: probabilistic association of words and meanings, grammatical and semantical form generalization, grammar computations, congruence of meaning, and dynamical assignment of denotational value to a word.

6 A shared, segmented memory system for an object-oriented database



Mark F. Hornick, Stanley B. Zdonik

January 1987 **ACM Transactions on Information Systems (TOIS)**, Volume 5 Issue 1

Publisher: ACM Press

Full text available: [pdf\(2.05 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

This paper describes the basic data model of an object-oriented database and the basic architecture of the system implementing it. In particular, a secondary storage segmentation scheme and a transaction-processing scheme are discussed. The segmentation scheme allows for arbitrary clustering of objects, including duplicates. The transaction scheme allows for many different sharing protocols ranging from those that enforce serializability to those that are nonserializable and require communi ...

- 7 Special issue on machine learning approaches to shallow parsing: Shallow parsing using noisy and non-stationary training material

Miles Osborne

March 2002 **The Journal of Machine Learning Research**, Volume 2

Publisher: MIT Press

Full text available: [pdf\(181.57 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Shallow parsers are usually assumed to be trained on *noise-free* material, drawn from the same distribution as the testing material. However, when either the training set is *noisy* or else drawn from a *different* distributions, performance may be degraded. Using the parsed Wall Street Journal, we investigate the performance of four shallow parsers (maximum entropy, memory-based learning, N-grams and ensemble learning) trained using various types of artificially noisy material. ...

- 8 System descriptions: Hughes Trainable Text Skimmer: description of the TTS system as used for MUC-3

Charles P. Dolan, Thomas V. Cuda, Seth R. Goldman, Alan M. Nakamura

May 1991 **Proceedings of the 3rd conference on Message understanding MUC3 '91**

Publisher: Association for Computational Linguistics

Full text available: [pdf\(435.49 KB\)](#) Additional Information: [full citation](#), [abstract](#)

The objective of the Hughes Trainable Text Skimmer (TTS) Project is to create text skimming software that: (1) can be easily re-configured for new applications, (2) improves its performance with use, and (3) is fast enough to process megabytes of text per day. The TTS-MUC3 system is our first full scale prototype.

- 9 Memory utilization efficiency under a class of first-fit algorithms

Aaron Tenenbaum

January 1980 **Proceedings of the ACM 1980 annual conference**

Publisher: ACM Press

Full text available: [pdf\(413.77 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper examines an improved version of a modified first-fit storage allocation algorithm. In this version, small blocks of free storage are not permitted to remain on the free list but instead are placed on a separate sliver list, available for recombination with newly freed blocks. The memory utilization efficiency of a system under this algorithm is shown to be markedly superior to a system using an algorithm in which such blocks are unavailable for either allocation or recombination. ...

- 10 A scalable mark-sweep garbage collector on large-scale shared-memory machines

Toshio Endo, Kenjiro Taura, Akinori Yonezawa

November 1997 **Proceedings of the 1997 ACM/IEEE conference on Supercomputing (CDROM)**

Publisher: ACM Press

Full text available: [pdf\(96.62 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

This work describes implementation of a mark-sweep garbage collector (GC) for shared-memory machines and reports its performance. It is a simple "parallel" collector in which all processors cooperatively traverse objects in the global shared heap. The collector stops the application program during a collection and assumes a uniform access cost to all locations in the shared heap. Implementation is based on the Boehm-Demers-Weiser conservative GC (Boehm GC). Experiments have been done on Ultra ...

Keywords: dynamic load balancing, garbage collection, parallel algorithm, scalability, shared-memory machine

11 Information storage and retrieval: a survey and functional description

 Jack Minker
September 1977 **ACM SIGIR Forum**, Volume 12 Issue 2

Publisher: ACM Press

Full text available:  pdf(5.14 MB) Additional Information: [full citation](#), [abstract](#), [references](#)

Information Storage and Retrieval (IS&R) encompasses a broad scope of topics ranging from basic techniques for accessing data to sophisticated approaches for the analysis of natural language text and the deduction of information. Within the field, three general areas of investigation can be distinguished not only by their subject matter but also by the types of individuals presently interested in them:(1) Document retrieval,(2) Generalized data management, and(3) Question-answering.A functional ...

Keywords: automatic indexing, data management, data structures, deductive search, information retrieval, natural language, problem solving, question-answering, relational data systems, theorem proving

12 Basic elements of COBOL 61

 Jean E. Sammet
May 1962 **Communications of the ACM**, Volume 5 Issue 5

Publisher: ACM Press

Full text available:  pdf(1.70 MB) Additional Information: [full citation](#), [references](#), [citations](#)

13 The FINITE STRING newsletter: Abstracts of current literature

American Journal of Computational Linguistics Staff
October 1981 **Computational Linguistics**, Volume 7 Issue 4

Publisher: MIT Press

Full text available:  pdf(1.61 MB)  Additional Information: [full citation](#)
[Publisher Site](#)

14 Compiling nested data-parallel programs for shared-memory multiprocessors

 Siddhartha Chatterjee
July 1993 **ACM Transactions on Programming Languages and Systems (TOPLAS)**,
Volume 15 Issue 3

Publisher: ACM Press

Full text available:  pdf(4.17 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

Keywords: compilers, data parallelism, shared-memory multiprocessors

15 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced
Studies on Collaborative research**

Publisher: IBM Press

Full text available:  pdf(4.21 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

16 Parallel execution of prolog programs: a survey

 Gopal Gupta, Enrico Pontelli, Khayri A.M. Ali, Mats Carlsson, Manuel V. Hermenegildo
July 2001 **ACM Transactions on Programming Languages and Systems (TOPLAS)**,
Volume 23 Issue 4

Publisher: ACM Press

Full text available:  pdf(1.95 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Since the early days of logic programming, researchers in the field realized the potential for exploitation of parallelism present in the execution of logic programs. Their high-level nature, the presence of nondeterminism, and their referential transparency, among other characteristics, make logic programs interesting candidates for obtaining speedups through parallel execution. At the same time, the fact that the typical applications of logic programming frequently involve irregular computatio ...

Keywords: Automatic parallelization, constraint programming, logic programming, parallelism, prolog

17 A phrase-based, joint probability model for statistical machine translation

Daniel Marcu, William Wong

July 2002 **Proceedings of the ACL-02 conference on Empirical methods in natural language processing - Volume 10 EMNLP '02**

Publisher: Association for Computational Linguistics

Full text available:  pdf(96.49 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

We present a joint probability model for statistical machine translation, which automatically learns word and phrase equivalents from bilingual corpora. Translations produced with parameters estimated using the joint model are more accurate than translations produced using IBM Model 4.

18 Sheaved memory: architectural support for state saving and restoration in pages

 systems

M. E. Staknis

April 1989 **ACM SIGARCH Computer Architecture News , Proceedings of the third international conference on Architectural support for programming languages and operating systems ASPLOS-III**, Volume 17 Issue 2

Publisher: ACM Press

Full text available:  pdf(973.26 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The concept of read-one/write-many paged memory is introduced and given the name sheaved memory. It is shown that sheaved memory is useful for efficiently maintaining checkpoints in main memory and for providing state saving and state restoration for software that includes recovery blocks or similar control structures. The organization of sheaved memory is described in detail, and a design is presented for a prototype sheaved-memory module that can be built easily from inex ...

19 Determining computable scenes in films and their structures using audio-visual memory models

 Hari Sundaram, Shih-Fu Chang
October 2000 **Proceedings of the eighth ACM international conference on Multimedia**
Publisher: ACM Press

Full text available:  pdf(924.83 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper we present novel algorithms for computing scenes and within-scene structures in films. We begin by mapping insights from film-making rules and experimental results from the psychology of audition into a computational scene model. We define a computable scene to be a chunk of audio-visual data that exhibits long-term consistency with regard to three properties: (a) chromaticity (b) lighting (c) ambient sound. Central to the computational model is the notion of a causal, finite-me ...

Keywords: computable scenes, films, memory models, periodic analysis transform, scene detection, shot-level structure

20 Inverted files for text search engines 

 Justin Zobel, Alistair Moffat
July 2006 **ACM Computing Surveys (CSUR)**, Volume 38 Issue 2

Publisher: ACM Press

Full text available:  pdf(944.29 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The technology underlying text search engines has advanced dramatically in the past decade. The development of a family of new index representations has led to a wide range of innovations in index storage, index construction, and query evaluation. While some of these developments have been consolidated in textbooks, many specific techniques are not widely known or the textbook descriptions are out of date. In this tutorial, we introduce the key techniques in the area, describing both a core impl ...

Keywords: Inverted file indexing, Web search engine, document database, information retrieval, text retrieval

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